

City of Mesa, Arizona



Parks & Recreation Adult Sports Rules & Regulations

Softball

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Welcome to the City of Mesa. Thank you for participating in the Adult Softball program.

This recreational program is provided for your fun and enjoyment. Your cooperation, good sportsmanship, and communication with our Sports Office are important in making this program a success.

On behalf of our Department, we would like to wish your team a successful season.

-Sports Office

General Information

A. Sports Office

All adult sports operations are conducted at 200 S. Center St., Bldg. #1, Mesa, AZ 85210. We are open Monday–Thursday, 7am- 6pm, 480-644-2352, fax 480-644-2698, 24 hour drop box available. Mailing address is P.O. BOX 1466, Mesa, AZ 85211.

League Coordinator: Tiffany Krahenbuhl, tiffany.krahenbuhl@mesaAz.gov, 480-644-4196.

B. Field Locations

<u>Park</u>	<u>Address</u>	<u>Fence Length</u>	<u># of Fields</u>
Kleinman Park	850 W. 8 th Ave.	270-280 feet	2
Red Mountain Softball Complex	7808 E. Brown Rd.	300 feet	4
Riverview Softball Complex	2100 W. 8 th St.	300 feet	4
Skyline Softball Complex	655 S. Crismon Rd.	300 feet	4

C. Park Hours

City of Mesa parks close at 10:30p.m. There is no socializing allowed in the parking lots or ball field areas after 10:30pm.

D. Animals/Scooters/Bikes/Roller Blades

No animals, scooters, bicycles, roller blades, skateboards or any other wheeled vehicles are allowed within our sports complexes. Coaches please pass this on to your team members.

E. Alcohol/Smoking

Alcoholic beverages and smoking is **not** allowed at any park at any time. Teams are responsible for their spectators.

First Offense:	Team: Forfeiture of current & next ball game. Player: Suspension for a week.
Second Offense:	Team and/or Player dropped from the league.

F. Weather

Game (field) conditions sometimes change very suddenly – we will try our best to keep you informed. If there is any doubt as to whether or not the field is in playable condition, it is the coach's responsibility to call our **RAIN LINE** (480-644-2765) after 3:00 pm and inform your team.

League and tournament games that are rained out **will** be rescheduled as soon as possible. Your make-up schedule will be posted on our website. Make-ups can be held on any day, including Saturdays.

G. Insurance

Medical insurance is the responsibility of the team or the individual. The City of Mesa does not carry medical insurance for participants or spectators.

H. Evaluations/Complaints

Written complaints will be accepted only within 24 hours of the incident for review. Please email complaints or recommendations to [Tiffany Krahenbuhl](mailto:Tiffany.Krahenbuhl) or drop it off at our Sports Office. Teams are encouraged to use the flipside of the score sheet to evaluate their game/umpire (s) constructively. Please do so in a professional manner.

Getting Started

A. Classification of Teams

- “A” Division - Strong Skill Level Competition
- “B” Division - Moderate Skill Level Competition
- “C” Division – Low Skill Level Competition
- “D” Division - Lowest Skill Level Competition

All new teams must start in “B” division, unless they can provide proof that they are a lower division team. Any new team who starts below the “B” division their first season with the City of Mesa and is run ruling the rest of the teams in their league will not be allowed to participate in tournament or win any awards. Any team that takes 1st place in their league must move up to the next highest classification for the next season in which they participate. However, if a team has a record of no more than 5 wins and 9 losses, that team may move down 1 division. The league coordinator reserves the right to move any team (up or down) based upon their past performance record. In addition, NO reclassifications allowed once your team is signed up in a league at any time before, during or after a season. *(It is your team’s responsibility to sign up in the right league! If your team signed up accidentally in a higher division league, your team may choose to play in that league or drop from the league without a re-fund!)*

B. Pre-Registration Privileges

Any team that finishes 1st in their league will be given pre-registration privileges for the next softball season. Provided that they meet the following criteria:

1. **The team must move up to the next highest classification.** (If your team is in the “A” division you may pre-register back into that same division, this is our highest division.)
2. The team **cannot have forfeited** (for any reason) more than 2 games during the season.
3. A team can lose its pre-registration privileges for the next softball season if there are **CONDUCT** related problems. This team will then have to go through regular registration procedures.
4. A team who wins the league cannot stay in the same league level!! However, a new team may be formed in the same league level by keeping three or less players from the original playing roster (regular registration procedures apply). Otherwise the team has to move up to the next highest classification.

Any team that does not meet these criteria will be dropped from the new league **IMMEDIATELY AND NOT BE REFUNDED.**

C. Rosters

A player must be on a team’s roster to play in any game. The team coach must submit a team roster before registering or within 24 hours of registering. A player may be added or dropped from a roster through the third week of the season. (See your game schedule for the exact date.) After this date, rosters will be frozen. (To add or delete players from a roster see “Drop/Add” pg 6.)

1. PRCF staff will randomly call on team rosters to check for player validity. Any player information which is not correct on a team’s roster could result in the dismissal of that player or team from the league, coaches should at all times keep up-to-date records of their team’s roster. This eliminates any questions as to whether a team member is eligible to play or not.
2. Players can play on more than one softball team. However, they cannot play on 2 or more teams on the same night in the same league. If a player is caught doing this, they may be suspended for the season and tournament. Any game that player played on will be a forfeit. Games will be

...Rosters continued...

3. A player who is listed on 2 or more rosters and his/her teams make it to play-offs on the same night, the player must pick one team to play on for that night no matter if they are separate divisions. **Example 1:** a player cannot switch from one Men's B team to another Men's B team on the same night just because his first Men's B team lost. **Example 2:** a player cannot switch from a Men's B team to a Men's A team on the same night just because his first Men's B team lost. He/she must make that decision as to which team he/she will stay with throughout the whole tournament night prior to the start of playing in his/her first tournament game.

D. Schedules

Once your league fills and your team's roster is submitted and verified, schedules will be available online at the following web address (www.mesaaz.gov/adultsports). If you cannot locate your schedule, please call our Sports Office.

1. Make sure our office has a correct e-mail address for your team at all times. Your team will be notified of any changes or updates by email!
2. Make-up games are not guaranteed on your same night or park of play, game times, etc. In some cases, teams may be required to play at a different park on nights not normally scheduled.

The Sports Office reserves the right to assign any team to their proper level of competition or classification to serve the best interest of our program.

E. League Standings

Team standings are available after the first week of your team's season. Standings will be posted on the city web site daily at www.mesaaz.gov/adultsports. A copy of the league standings will also be available to view at each sports complex.

League standings are determined by:

1. Teams with the best record or win percentage.
2. If teams are tied in the final standings, top positions will be determined by head to head comparison (Head to Head comparison is based on how many games teams won/lost against each of the tying teams).
3. For teams still tied after head to head comparison, the team with the highest total run differential will take the higher position in the standings (Run Differential is total runs scored minus runs scored against each of the tying teams).
4. If teams are still tied. Run differential will be used against all teams in the league.
5. If teams are still tied, a coin flip will determine winner.
6. Any team that has forfeited any game will automatically take the lowest position in the standings.

Things to Know

A. Identification

All participants are required to carry a photo ID during league and tournament play. (Due to player protest.)

1. Print first and last name on line up or scorecard.
2. False identification of player may result in a 1-week suspension for player and/or coach.
3. No identification of player may result in a 1-week suspension for player and/or coach.

B. Age

All participants (men & women) must be 16 years old or older by their first game of the season.

C. Drop/Add

How to drop or add players to your roster:

1. Fill out [Drop/Add form](#) (please visit our [website](#) or get one from any site supervisor)
2. All forms must be signed by staff to be official.
3. Submit your Drop/Add form to:
 - A) Sports Office, Monday - Thursday from 7 a.m. to 6 p.m. (24 hour drop box available!)
 - B) [Email Carmen](#)
 - C) Fax (480-644-2698, no cover page necessary)
 - D) Site supervisor at your sports field

D. Ball Return Policy

The City of Mesa uses top-grade ASA *Worth* softballs (Max 375lbs Max .44Cor). Men's, CoRec & Women's leagues will receive 1 new ball each game. Used softballs belong to the City of Mesa and must be returned to the umpire after every game.

It is the responsibility of the hitting team to chase all balls hit out of play (homerun or foul ball). You must attempt to retrieve the ball before the hitting team's next turn at-bat or the first batter will be declared out. If the team has a new or used ball that is the exact same ball we utilize, then that will be acceptable as well. **The City of Mesa sells used softballs at the Sports Office. These may be used in city play in lieu of retrieving foul or home run balls.**

E. Uniform

No team uniform rule. Dress appropriately.

F. Steel/Metal Cleats

No steel or metal cleats are allowed. Cleats must be of nylon or rubber substance on a single sole (no football or track shoes). Shoes with detachable cleats that screw on are not permitted. Shoes with detachable cleats that screw **INTO** the shoe are permitted.

G. Jewelry

Casts & splints must be padded. Exposed jewelry which is judged by the umpire to be dangerous, must be removed and not worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

H. Infield Warm-Up

All infield warm-up stops 10 min before game time. Teams are encouraged to use the space between fields for warm ups. **DO NOT** warm up close to spectator areas.

I. Soft Toss

DO NOT bat the ball against any fence at any field. Penalty for 1st offense: one night suspension, 2nd offense: suspension for the season and tournament.

J. Bats

The bat shall be free of burs, dents, cracks, sharp edges, audible rattles and show no signs of excessive wear. It should be marked "Official Softball" by the manufacturer, be no more than 34 inches long nor exceed 38oz in weight. It shall not be more than 2.250 inches in diameter at its largest part, including any tolerance expansion. It must bear either the ASA 2000 Certification Mark or the ASA 2004 Certification mark and not be listed on the ASA Non-Approved Bat list **and** must be included on a list of approved bat models published by the ASA **or** must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA Bat performance Standard. The list can be found on the ASA website, www.asasoftball.com, site supervisors have color copies of each illegal bat. Umpire has jurisdiction at games. (See "Altered Bat" definition, pg 12.)

K. Pre-Game Procedures

In order to remain on schedule each night, it is necessary that each team be responsible for the following:

1. Arrive for scheduled game at least 10 minutes prior to game time.
2. Home team is responsible for keeping the official score. Locate score sheet for your game. If home team cannot keep accurate score and the visiting can then, the visiting team has the option to become the home team, provided they have a legitimate scorekeeper.
3. Lineups should be completed at least 10 minutes before scheduled game time.
4. Umpires will start the games with a pregame meeting.

L. Scorekeeper

Home team must furnish a knowledgeable scorekeeper (no children). If home team cannot keep score and the visiting can, then the visiting team has the option to become the home team. Score sheets should be completed at least 10 minutes before the scheduled game time. **Players first and last names must always be written on the score sheet.** The scorekeeper should announce score after each inning. Each team should keep track of their score and confirm with scorekeeper after each inning. A visiting team representative may sit with the scorekeeper to assist.

After each game, the umpire **must** initial the final score sheet. Umpire has jurisdiction at games.

In seeded tournament games the home team needs a scorekeeper or else the visiting team can keep score and become home team, provided visiting team has a scorekeeper.

M. Game without Umpire

The City of Mesa schedules umpires for every game. If for any reason there is no umpire at your game site, don't panic, another umpire will arrive as soon as possible.

Playing Rules

These rules are in addition to the Amateur Softball Association (ASA) Softball Rules.

A. Players

A team must have at least 8 players ready to start a ball game. For a team having 8 players at game time, player #9 and #10 **will not** be considered automatic outs. Any team consistently playing with 8 players may be asked to leave the league. Every attempt should be made to have at least 10 players at every game.

1. IF A PLAYER IS UNABLE TO CONTINUE PLAYING THE GAME DUE TO INJURY OR REASONS OTHER THAN AN EJECTION:

- A) The game may continue as long as the team has 8 or more players remaining. CoRec teams must maintain acceptable male/female combinations. (See CoRec rule "LineUp" on pg11)
- B) The team may either enter a substitute into the lineup for the injured/absent player OR collapse the batting line up, skipping that player without further penalty with the following EXCEPTIONS: If the injured/absent player position comes up in the bating order that inning an out will be declared for that at-bat.
- C) If the injured/absent player is the BASE RUNNER, then an additional courtesy runner can be allowed for the INJURED base runner to complete that inning. If no eligible substitute is available, then the injured/absent base runner will be declared an out for one time only.

B. Eligibility of Players

A site supervisor may check a team's roster for any reason. A violation could cause a game forfeiture. For protest purposes, teams are asked by the umpire or site supervisor to fill out the lineup with first and last names on the score sheet. It is required that all participants carry a **photo ID**. If an illegal player is suspected, the Sports Office reserves the right to take appropriate action.

C. Eleventh or Twelfth Batter

A team may add an eleventh or twelfth batter at any time during the game unless an ejection has occurred, resulting in the line-up being frozen. (Be sure to add player to the score sheet.) If a team is unable to maintain 11 or 12 batters after the game begins, then that spot in the batting order will be skipped over with no penalty to the team unless vacancy was created by ejection. Teams must maintain a minimum of 8 players at all times. Once a batting position has been skipped over it must remain vacant and no player can enter (or re-enter) at that position.

D. Game & Innings

All games in slow pitch softball (division and league tournaments) are 7 innings or 55 minutes, whichever comes first. The championship game for any tournament will be a full 7 innings (Exception: inclement weather. See ASA Rule 5, Section 3C) regardless of time. (The run rule is still in effect.) Make sure the umpire writes down the start time for your game on the score sheet.

Regulation Game: A game called by the umpire shall be regulation if five or more innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. A game considered regulation will be made up at the exact point where it was stopped.

E. Fouls & Strikes

Each batter will come to bat with 1 ball and 1 strike count. The batter is out under the following circumstance: When a third strike is called, including an uncaught foul ball that is hit after two strikes. Any combination of three strikes. None to waste.

F. Sliding

Allowed, **NOT** required! Players should be careful.

G. Home Runs

On a fair-batted ball hit over the fence for a home run or four base award, the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases.

1. "A" Division - Only **6 home runs** over the fence are allowed per game, per team.
2. "B" Division - Only **3 home runs** over the fence are allowed per game, per team.
3. "C" Division - Only **1 home run** over the fence are allowed per game, per team.
4. "D" Division - **No home runs** allowed in the **D** division. Any over the fence home run will be an inning ending out.

H. Tie Games

In the event of a tie game after 7 innings or the 55-minute time limit (whichever comes first), one extra inning will be allowed to try and break the tie using the international tie breaker rule. The International Tie Breaker Rule states that the last person at bat in the previous inning shall start off on 2nd base with zero outs. If the game is still tied after the extra inning, then that game will be recorded as a tie.

I. Forfeits

A forfeiting team must pay a \$10 forfeit fee to Adult Sports Office before their next scheduled game.

Umpires and night supervisors **will not** accept payments! **No further notification** to pay this forfeit fee will be given. A team who exceeds their 2 game maximum limit may be dropped from the league without a refund. Please call our Sports Office if you know your team is going to forfeit.

Forfeits will be declared for one or more of the following infractions:

1. Game Time is Forfeit Time for 7:30, 8:30 & 9:30 games.
Exception: The first scheduled game of the night (5:30 or 6:30) games will begin at the scheduled time, and the clock will be started. In the event a team does not have the required number of players to begin the game, that team will:
 - A) Automatically become the visiting team and will bat first.
 - B) The game will continue to be played until there are no longer any eligible batters **or** if the team still does not have the minimum number of required players upon the completion of the third out then game will be forfeited.If neither team can produce the required number of eligible players at the stated game time, a double forfeit shall occur and the official standings shall show a loss for both teams. There shall be no opportunity to replay the game.
2. Illegal/suspended players (**players not on a roster, players using assumed names, or ineligible players**) participating. Teams using illegal or ineligible players will have games declared forfeits.
3. Misconduct in the program before, during or after a game.
4. Failure to submit a legal roster prior to registration or within 24 hours of registering.
5. Failure to show up to games on time.

J. Protests

Only rule interpretation will be justifiable for protest and not an umpire's decision on a call. If a team protests:

1. The team coach must make the protest before the next pitch to the next batter.
2. **The team coach must make sure that the umpire informs the opposing coach and records the protest on the official score sheet before the next pitch.**
3. All protests must be made in accordance to ASA rules.

Ineligible player protest must be made during the ball game with the umpire. No protest will be accepted after the completion of the game.

K. Conduct

Every person (staff/player/spectator/anyone with a pulse) is to show good sportsmanship. Every person is responsible for their actions whether they were provoked or were the ones provoking.

Some forms of unsportsmanlike conduct will warrant automatic ejection. **Abusive and or vulgar/foul (swearing) language will not be tolerated!** Two reprimands or warnings to an individual or team for unsportsmanlike conduct will warrant automatic ejection of said player, team or fan from park premises. A third reprimand to any other member or fan of said team will warrant termination of game with said game to be forfeited to opposing team. Ejections may also occur without an umpire warning and may be carried over from one season to another!!!

1. **Any person ejected from a game will automatically be suspended for a minimum of 1 week from all City of Mesa Leagues (Yes, this includes kickball, volleyball and flag football!!!).** This is in addition to the game in which the player was suspended, plus probation for the remainder of the season.
2. A second offense will constitute being suspended from the league. If a player receives a 2nd offense on or after the 4th week of play, then he/she will be suspended for the entire next season/tournament.
3. No person shall:
 - A) Threaten another person.
 - B) Lay a hand upon, shove, or strike another person.
 - C) Be guilty of objectionable demonstrations of dissent at umpire's decision.
 - D) Refuse to abide by umpire's decision.
 - E) Be guilty of physical attack upon any other person.
4. Any person ejected from a game must leave the park immediately. Refusing to leave premises is considered trespassing. Any person refusing to immediately leave the park will have suspension extended and police will be called!
 - A) IF A PLAYER IS EJECTED:
 - 1) The game may continue as long as the team has 8 or more players remaining in their existing lineup. For CoRec teams, if a female player is ejected then an out must be recorded each time she was due to bat. This will be the only time 2 males can follow each other in the line-up as well as the ability to play with one more man than woman on defense.
 - 2) Once the player is ejected, the lineup is frozen and the team will NOT be allowed to substitute another player into the lineup for the ejected player or add anyone else to the bottom of the lineup. Once a team has an ejected player, that player will be counted as an out each time their name comes up in the batting order.
 - 3) If the ejected player is a batter or base runner then they will be declared an out at the time they are ejected. An inning or the game can end with an automatic out.
5. If an illegal player is found on a team or ejected from a game:
 - A) The team's coaches will be suspended a minimum 1 week from all City of Mesa Softball leagues (not just your league, but all City of Mesa leagues).
 - B) The player ejected will serve a minimum suspension of 1 season, from all City of Mesa softball leagues.
 - C) Game will be an automatic forfeit.
6. **If police are called, ejected player will be suspended for the entire season from all City of Mesa softball leagues. If we are 4+ weeks into the season, then the player will be suspended for the following season as well.**
7. **Standings will be adjusted to reflect automatic forfeits.** The league coordinator reserves the right to make the final decision in all matters.

CoRec Modifications

A. Lineup

Consists of a minimum of 10 players and a maximum of 12. A minimum of 8 players is allowed but not recommended. **[*Teams may now play more men than women with an out declared every time a female is skipped*]**. Listed below are examples of what teams **can & cannot utilize to start** their games:

<u>Legal to Start Game</u>	<u>Legal to Start Game</u>	<u>NOT Legal to Start Game</u>
7 women - 3 men	5 women - 5 men	5 women - 6 men
6 women - 6 men	5 women - 4 men	4 women - 6 men
6 women - 5 men	5 women - 3 men	
6 women - 3 or 4 men	4 women - 4 men	
	3 or 4 women - 5 men*	

Line-up will alternate genders, and no 2 men may bat in succession without an automatic out for the females' position. However, 2 females may bat back to back. If a team has extra female players, then they must be added to the bottom of the line-up. You may bat 12 but numbers 11 and 12 cannot be both male. (Ex. male, female, male... or female, male, female...)

Any team electing to begin their game with 12 batters and are unable to complete their game with 12 batters are subject to the following:

1. If a female is injured or unable to continue, she must be removed from the lineup and a substitute entered in her place.
2. She is to be removed from the lineup and her vacant spot is declared an out every time it is skipped.
3. If a male is unable to continue (other than ejection) and is removed from the lineup, his spot is to be skipped over with no penalty to the team. Provided he was not scheduled to bat in that inning.

B. Defensive Player Position

Co-Rec defensive positioning shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 male and 1 female in the pitcher/catcher positions. No alternation required as long as the required number of males/females is met. If a team plays short handed with either 3 players in the infield or outfield, at least 1 must be male and 1 must be female.

C. Outfield Restraining Line

A line will be drawn across the outfield at a distance of 180 feet from home plate. None of the four outfielders are allowed to cross this line until after the ball has been hit or crosses home plate.

If a fielder crosses the restraining line prior to the ball being hit the results will be delayed dead ball. When the play has ended coach/manager has a choice of the following:

1. The batter is awarded first base. Base runners may not advance unless forced.
2. The coach may take the result of the play. Exception: If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, obstruction is canceled. All actions as a result of the batted ball stand. No option is given.

Example: Catcher Obstruction Rule (see ASA rule 8, section 1)

D. Walks

If a pitcher walks a male (intentional or not), he will be awarded 2nd base. The woman following him in the batting order will be required to bat, unless there are two outs, at this time she will have the option to hit or walk.

Definitions

A. Altered Bat

A bat is considered altered when the physical structure of a legal bat has been changed. Any bat considered illegal or **questionable** by either umpire and/or city staff may not be used in the City of Mesa recreational leagues. Any player caught using an altered legal bat will be suspended from the City of Mesa Adult softball program.

B. Appeal Play

An appeal play is a play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next pitch.

C. Base Path

A base path is an imaginary line, 3 feet on either side of a direct line between the bases.

D. Catch & Carry

A legal catch followed by a defensive player carrying the ball into dead ball territory.

1. Unintentional: 1 base award from last base touched
2. Intentional: 2 base award from last base touched

E. Courtesy Runner

If requested, the last player to be put out will be the new courtesy runner. Maximum one runner per inning. Exception: Same batter same inning or non-player.

F. Fair Territory

Fair territory is that part of the playing field within, and including, the 1st and 3rd base foul lines from home plate to the bottom of the extreme playing field fence and perpendicularly upward.

G. Fake Tag

A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to base. (ruled Obstruction by umpire)

H. Field Specifications

Bases	65 feet apart
Pitching Plate	6" x 24"
Fence	270 to 300 feet (varies, depending on park)
Home Plate	17"x8.5"x12"
Batters Box	3 feet X 7 feet
Strike Pad	24"X 27"
Pitching Distance	50 feet from home plate

I. General Field Rule

Out of play is first and third backstop extended.

J. Home Team

Home team bats last and keeps score.

K. Infield Fly

An infield fly is a fair fly ball (not including a line drive) that can be caught by an infielder with ordinary effort when 1st and 2nd, or 1st, 2nd and 3rd bases are occupied, with less than two outs. The batter is out, the ball is live and the runners may advance at their own risk.

L. Interference

Interference is the act of an offensive player or team member, who impedes, hinders or confuses a defensive player attempting to execute a play. Contact is not necessary!

M. Obstruction

Obstruction is the act of a fielder:

1. Not in possession of the ball, or
2. Not in the act of fielding a batted ball,

which impedes the progress of a batter-runner or runner who is legally running the bases. (If a defensive player is blocking the base or base path without the ball, they are impeding the progress of the runner and this is obstruction).

Note: Contact is not necessary to impede the progress of the batter-runner or runner.

N. Overthrow

When a fielder loses possession of the ball on an attempted tag and the ball then enters the dead ball area. All runners are awarded **one** base from the last base touched.

When the throw is the first throw from an infielder, **two bases** are awarded from the last position of **the runner at the time of the throw**. If all runners, including the batter/base runners have advanced at least one base prior to the release of the ball by the infielder, the two bases will be awarded from the last base touched at the time of the throw.

In all cases, the 2nd base award is made from the last base touched at the time of the last throw/release of the ball.

O. Pitching Arc Rule

The ball must be delivered with a perceptible arc of at least 6 feet from the ground and not more than 12 feet. Pitchers are allowed to move back up to 5 ft from behind the pitching rubber. Pitching guidelines do not change.

P. Run Rule

If a team is ahead by 20 runs after the third inning, 15 runs after four innings or 12 runs after five innings that team will be declared the winner.

Q. Strike Zone

The strike zone is the space including **any** part of home plate or strike pad, provided the correct pitching arc was achieved.

R. Substitution (ASA)

A player (starter or substitute) **may** re-enter the game one time. A team unable to field 10 players because of a player injury may use a player normally unable to re-enter if no other eligible substitutes are available. The player would bat in the injured player's batting position. However, any player ejected from a game cannot re-enter under any circumstances. (See "Conduct" pg 10)

Post Season

A. Tournament

Overall season record or win percentage will determine the league champion in each division.

The top 4 finalists from each league will be combined with other same division finalists to play in a post-season single elimination tournament. Tournament may NOT be played on the same night or park as your regular league play. Tournaments may be split up into area tournaments to accommodate larger divisions (*be prepared to play at a different park and/or night if necessary*).

The Sports Office reserves the right to assign any team to their proper level of competition or classification when it is necessary to serve the best interest of our program.

B. Awards

Awards will be given to teams based on how each team fared during regular league play and tournament.

- 1. League 1st place:** 15 team t-shirts
- 2. Tournament 1st place:** Team plaque